THE AVALON HILL GAME COMPANY
4517 Harford Road
Baltimore, Maryland 21214

The Avalon Hill Game Company
4517 Harford Road, Baltimore, MD 21214

The nature of game publishing dictates that we prepare advertising literature (such as consumer ads and new product releases) many, many months in advance of scheduled release dates. Occasionally we aren't able to complete a new game by that advertised release date. Unforeseen design and production problems dictate a choice: rush into production anyhow, or hold off until the problems are corrected. We always choose the latter. We have been in business for more than 25 years and intend staying in business selling only the highest quality products. If you still have doubts, simply hold off ordering. If you order anyhow, please understand your doing so releases us from the Federal guidelines covering mail-order delays.

100M Y-5730 2/85

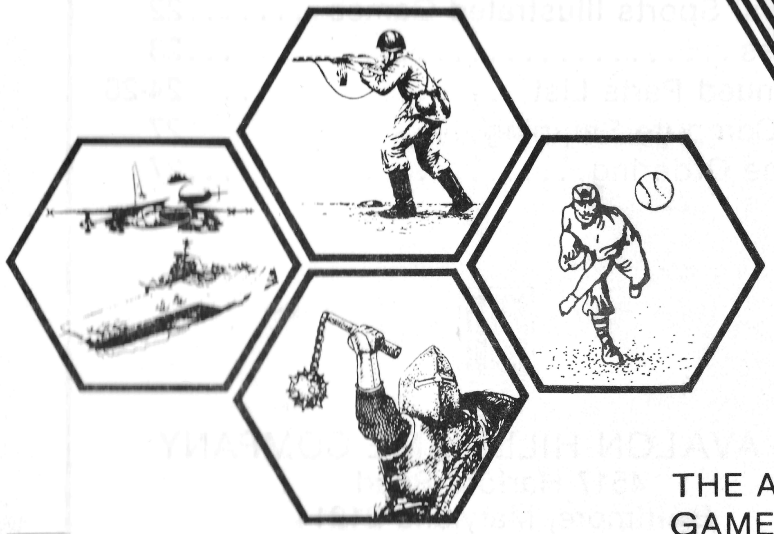
SPECIAL ATARI 2600 OFFER INSIDE

GAMES AND PARTS PRICE LIST

EFFECTIVE JANUARY 26, 1985

THE AVALON HILL GAME COMPANY

Victory Games Inc.



microcomputer games®

THE AVALON HILL GAME COMPANY'S
Game of TRIVIA
6,600 QUESTIONS AND ANSWERS
SEE PAGE 21

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Baltimore, Maryland 21214

Numbered circles represent wargame complexity rating on a scale of 1 to 10: 10 being the most complex.

THIS IS a complete listing of all current games and their parts listed in group classifications. Parts which are shaded do not come with the game, but are variants and/or accessories to the game. Discontinued Avalon Hill games are listed on the last pages of this booklet.

Complete AVALON HILL GAMES are available wherever good games are sold. Please check with your favorite games store.

HOW TO ORDER: Using the enclosed postage-paid Order Envelope, list the specific item(s) and price(s) in the spaces provided. If you are ordering an entire game, ignore the costs of the parts. If you do not have an Order Envelope, a blank piece of paper will suffice. In each case, please add up your order for a total cost figure. (Please: no questions should be written on orders to be processed.) All orders are subject to final sale. No merchandise can be shipped on a C.O.D. basis, so you must pay in one of the following ways:

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b) **TOLL FREE PHONE:** The Avalon Hill Game Company will accept charges against the above four credit cards on a phone-in order. This call is **FREE.** Call: 1-800-638-9292, Operator #1. This **TOLL FREE** number is provided for your **credit card purchases only.*** We are sorry, but our operators cannot supply you with other information.

c) **CHECK OR MONEY ORDER:** USA residents: please send us a check or money order for the total amount plus 10% postage. For example, if your total order comes to $6.25, your postage would be $.63, so your payment would be $6.88 total. See postage charges printed elsewhere on this form for foreign postage costs. Do not send cash money; we cannot be responsible for loss of cash in transit. Please retain your canceled check or money order stub until your order has been received.

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HOW WE SHIP: We normally ship within 4-7 days of receipt of your order, however this will vary depending upon the time and season of the year. United Parcel Service (UPS) will be used whenever possible, so be sure someone is home to sign for your package, otherwise request your order by Parcel Post (PP). Third Class Mail is used on all packages less than one pound. APO, FPO, and P.O. Box Addresses will be sent by Parcel Post. If you should have a preference for one method of shipment, please state this on your order. Be sure to add proper postage charges shown on the Postage Chart to your payment (such charges are added automatically to credit card purchases).

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THE AVALON HILL GAME COMPANY'S LARGE FULL COLOR CATALOG featuring Strategy Wargames, Science Fiction and Fantasy Games, Sports Games, Leisure Time Games, Microcomputer Games and more. **$1.00**

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If you are moving in the period for which you expect delivery of this merchandise, please specify an alternate mailing address as we often have to make several delayed shipments when items are temporarily out of stock.

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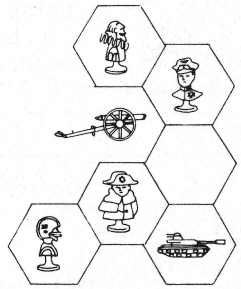
POSTAGE COUPONS: Subscribers to The General and Heroes receive **FREE** in some issues a postage coupon good for $1.00 toward the postage required with every mail order for game purchases only.

THE ELITE CLUB: The Elite Club Membership is available to you when you make a one time purchase of six (6) different AH games by mail order. When you receive your games you will also get a discount tab full of coupons. These discount coupons are worth 10% off the entire order of future games you buy from The Avalon Hill Game Company *for the rest of your life.* The Elite Club is an investment for a fun future of gaming.

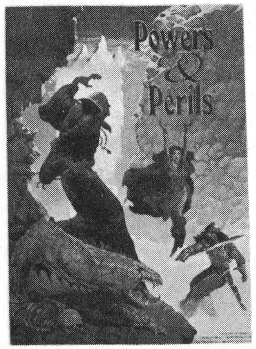
QUESTIONS: Kindly send a self-addressed, stamped envelope when sending letters to us on game questions requiring a reply.

Prices subject to change without notice.



***A $7.50 minimum applies to all credit card orders.**

Powers & Perils



A challenging fantasy role-playing game that charts infinity for your gaming pleasure. For boundless worlds of fantasy adventure **Powers & Perils** is for you.

Powers & Perils	**$24.00**
Five exciting books:	
Character Generation	$5.00
Combat & Magic	5.00
Creature & Encounters	5.00
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County Mordara	5.00
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One Six-Sided Die and Two Ten-Sided Die	1.50

New Supplements and Modules

NOTE: Ownership of POWERS AND PERILS is necessary to play modules & supplements

NEW Book of Tables

Supplement #1

Book of Tables	**$10.00**
Book of Tables	5.00
Combat Screen	3.00
Encounter Screen	3.00
Adventure Record Pad	3.00

Tower of the Dead

Module #1

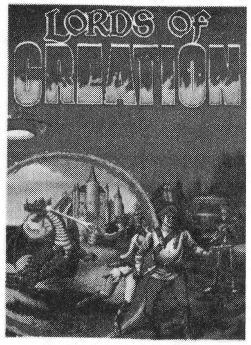
Tower of the Dead	**$10.00**
Rule Book	7.00
Referee Control Screen	3.00

Perilous Lands NEW

Supplement #2

Perilous Lands	**$20.00**
Book 1 Culture Book	7.00
Book 2 Site Book	5.00
Book 3 Map Book	8.00

Lords of Creation



The unique role-playing game for all time. **Lords of Creation** can be played in any era: past, present and future. The simple, yet complete rulebook gets players into the game quickly. Perfect for beginning gamers.

Lords of Creation	**$12.00**
Rulebook	6.00
Book of Foes	6.00
10- & 20-sided Dice	**ea. 1.00**

MODULES

NOTE: Ownership of LORDS OF CREATION is necessary to play modules

Horn of Roland

Module #1

Horn of Roland	**$8.00**
Roland Book	6.00
Adventure Handouts(5)	3.00

Yeti Sanction

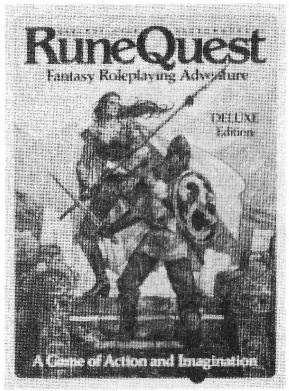
Module #2

Yeti Sanction	**$8.00**
Gamemaster Screen	4.00
Adventure Handouts(2)	1.00
Adventure Book	5.00

NEW Omegakron

Module #3

Omegakron	**$8.00**
Rules 3	5.00
Adventure Handouts(2)	2.00
Character Pad	3.00



RuneQuest

Recipient of *Omni Magazine's*
Top 10 Games of the Year Award!

The new edition! The designers of *RuneQuest* have put together their years of experience to bring you the definitive edition of this popular fantasy role-playing game. Look for the Vikings! and Monster Coliseum supplements!

RuneQuest (Deluxe)	**$38.00**
Players Book	6.00
Magic Book	6.00
Creatures Book	6.00
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Mapsheet	8.00
Game Aids Book	4.00
Players Notes Books(2)	6.00
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NEW Monster Coliseum

Supplement #1

Monster Coliseum	**$16.00**
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Monster Book	6.00
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Coliseum Floor Map	3.00

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Creatures Book	6.00
Intro. to Glorantha	5.00
Game Aids Book	4.00
Mapsheet	8.00

RuneQuest (Players Bx) **$20.00**

Players Book	6.00
Magic Book	6.00
Players Notes Books(2)	6.00
8, 20-sided Dice	**ea.** 2.00 ea.

HEROES

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Complete your gaming library with a subscription to the only magazine dedicated to our role-playing games. Each 48-page issue contains articles and adventures to keep your campaign fresh and original. Get the latest news on the best from The Avalon Hill Game Co.

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All Subscriptions Post-Paid
Sample Issue . . . . . $ 3.00

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Enter the Victory Games World of James Bond 007 Role Playing In Her Majesty's Secret Service

Winner of the H.G. Well's Best Role Playing Game Award!

ADVENTURE MODULES

YOU ONLY LIVE TWICE—An adventure for new agents based on the popular film. **Comps:** 56-page Gamesmaster Guide, M.I.6 Agent Dossier with 8 Mission Sheets, stand-up screen with maps and floorplans. **$7.95**

LIVE AND LET DIE—A tournament level adventure of danger and excitement! **Comps:** 64-page Gamesmaster Guide, 8-page Map Booklet, M.I.6 Mission Sheets, stand-up screen with map. **$8.95**

NEW!

GOLDFINGER II: THE MAN WITH THE MIDAS TOUCH—Not based on any book or movie—can be played as a stand alone adventure or as a sequel to the Goldfinger adventure. **COMPS:** 48-page Gamesmaster Guide, M.I.6 Agent Dossier with 8 Mission Sheets, stand-up screen with maps. **$7.95**

THE MAN WITH THE GOLDEN GUN—Rescue the kidnapped scientist and his brilliant but deadly new invention from the forces of the KGB, Tarot, and the most dangerous assassin of all! **COMPS:** 48-page Gamesmaster Guide, M.I.6 Agent Dossier with 8 Mission Sheets, stand-up screen with maps. **$7.95**

SUPPLEMENT—NEW!

THRILLING LOCATIONS "AN EXCURSION INTO THE WORLD OF LUXURY"— Expand your James Bond 007 role playing campaign with detailed descriptions of "Real Life" elegant restaurants, preeminent lodgings, and sumptuous travel accommodations around the world! The Thrilling Locations Supplement is a must for gamesmaster, player, or Bond fan! **$9.95**

BASIC GAME

BASIC SET—The complete *James Bond 007* Game players' package. **Comps:** Basic Game book, 12 Character Records, two 6-sided and two 10-sided dice. **$12.95**

BASIC GAME BOOK—The Basic Game book includes all rules for the *James Bond 007* Game. An introductory adventure teaches players the rules while getting them right into the action. **$9.95**

SUPPLEMENTS

Q MANUAL SUPPLEMENT—With over 150 illos, this supplement includes weapons, vehicles and covert devices from the movie series, plus other items players can use on a mission **$9.95**

GAMESMASTER PACK SUPPLEMENT—Adds secrecy and visual aids to the *James Bond 007* Game. **Comps:** 11″ × 32″ GM Screen, 23 action figures with bases, 40 Character Records, Map grid. **$8.95**

NOTE: Ownership of BASIC GAME is required to play these modules and supplements

OTHER ADVENTURE MODULES

GOLDFINGER
Adventure based on the exciting original movie. **Comps:** 48-pg. Gamesmaster Guide, M.I.6 Agent Dossier with 8 Mission Sheets, and folder with maps. **$7.95**

OCTOPUSSY
Film characters and locales. **Comps:** 48-pg. Gamesmaster Guide, M.I.6 Agent Dossier with 8 Mission Sheets, and folder featuring rogues gallery. **$7.95**

DR. NO
The Dr. No adventure package contains an illustrated 48-pg. Gamesmaster Guide, M.I.6 Agent Dossier with 8 Mission Sheets and a stand up screen. **$8.95**

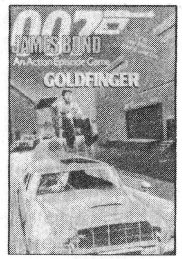
FOR YOUR INFORMATION—This Gamemaster Supplement complete with 72 page Rules and Information Book, 12 M.I.6 Documentation Forms and non-player Character Cards **$9.95**

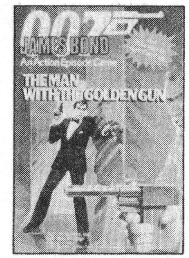
New from Victory Games! James Bond 007 Action Episode Games

For Children 8 and Up

Victory Games Inc.

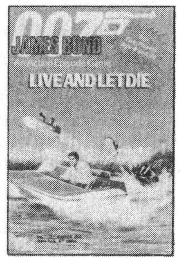
Based on the exciting movie series, the easy-to-play Action Episodes bring the World of James Bond 007 into your home. Chase villains on land, in the air, on the seas! The fun is just beginning with solitaire and two-player Action Episodes!

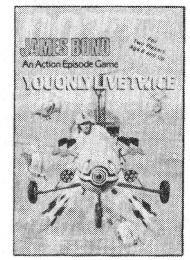




GOLDFINGER ACTION EPISODE

James Bond and his famous Aston Martin DBV in the most famous Bond car chase, in this 2-player game. Includes 11″ × 16″ four-color mounted mapboard, 5 die-cut figures with bases, 5 game cards, 2 six-sided dice, rules folder. **$7.95**





LIVE & LET DIE ACTION EPISODE

A high-speed chase through Louisiana bayou with Bond racing for his life in this 2-player game. Includes 11″ × 16″ four-color mounted mapboard, 5 die-cut figures with bases, 32 game cards, 2 six-sided dice, rules folder. **$7.95**

MAN WITH THE GOLDEN GUN ACTION EPISODE

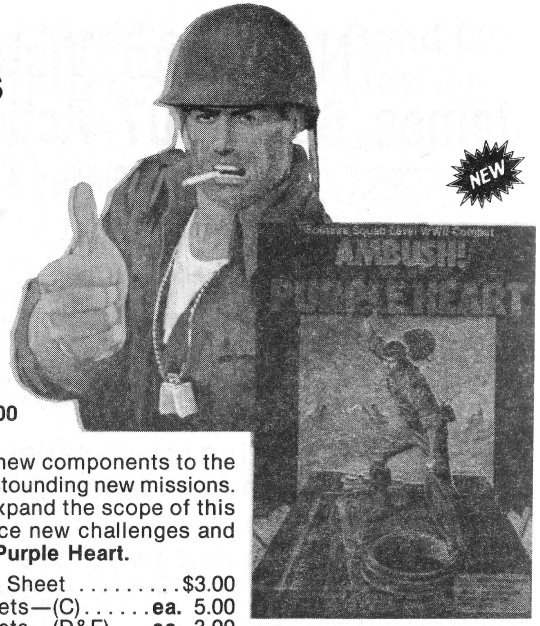
Danger stalks Scaramanga's Funhouse as Bond seeks the remarkable Solex Agitator in this solitaire game. Includes four 4″ × 5½″ funhouse maze panels, 5 die-cut figures with bases, 50 game cards, 2 six-sided dice, rules folder. **$7.95**

YOU ONLY LIVE TWICE ACTION EPISODE

"Little Nellie" and 007 team up in a death-defying fight through the skies in this game for 2 players. Includes 11″ × 16″ four-color mounted mapboard, 5 die-cut figures with bases, record pad, 2 six-sided dice, rules folder. **$7.95**

Award Winning
Military Simulations
From

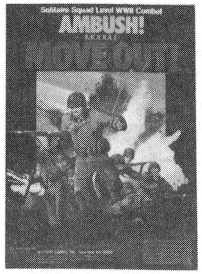
Victory Games Inc.



AMBUSH Follow-On Module
PURPLE HEART (5) $22.00

This new **Ambush** follow-on module adds new components to the original game components to produce six astounding new missions. **Three New Maps** and **108 New Counters** expand the scope of this award-winning solitaire system to introduce new challenges and dangers. You must own **Ambush** to play **Purple Heart.**

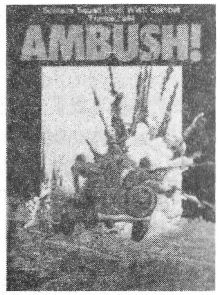
Para./Miss. Bklt.	$5.00	Counter Sheet	$3.00
Character Cards (60)	4.00	Mapsheets—(C)	ea. 5.00
Mission Cards (13)	7.00	Mapsheets—(D&E)	ea. 3.00



AMBUSH Follow-On Module
MOVE OUT! (5) **$12.00**
With four new missions, **Move Out!** takes you and your squad of battle-hardened veterans back to war-torn France, picking up the adventure where it left off in Ambush! You must own **Ambush** to play **Move Out!**

Paragraph/Mission Booklet	$4.00
Character Cards (60)	4.00
Mission Cards (11)	6.00

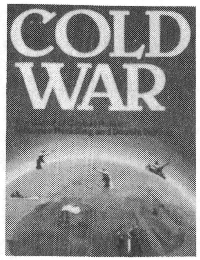
Ambush is Winner of the
Charles Roberts Best 20th Century Wargame Award!



AMBUSH (5)	**$24.00**	Mission Cards (19)	$10.00
The unique solitaire game of small unit tactics during World War Two.		Cartridge View Sleeve	3.00
Mapsheets A & B	ea. 5.00	Player Aid Card	2.00
Rules Booklet	5.00	Squad Record Pad	2.50
Paragraph Booklet	4.00	Decimal Die	1.00
Char./Veh. Cards (82)	4.00	Counter Sheets 1 & 2	ea. 3.00

NEW

The Game of Global Politics, Influence Peddling and Double Dealing
A Multi-Player Game of International Intrigue!

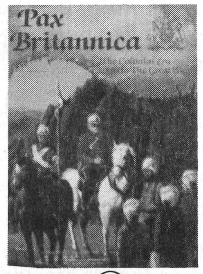


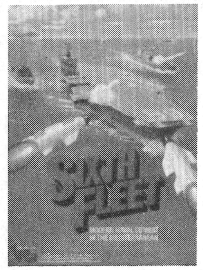
COLD WAR (3) **$24.00**
The great powers of North America, Western Europe, the Soviet Union and China vie for political and economic domination throughout the world, while trying—with all the means, fair and foul, at their disposal—to disrupt the expansion of their opponents. Diplomats, agents, and military forces abound in this tour de force of world-wide brinksmanship.

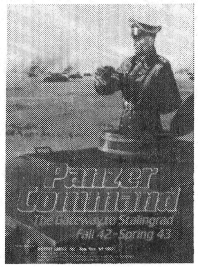
Mapsheet	$6.00	Event Cards (50)	$5.00
Rules Booklet	2.00	Action Cards (72)	5.00
Counter Sheet	3.00	Summary Sheets (4)	3.00

New Thrilling Wargames From Victory!

NEW







NEW

PAX BRITANNICA (4) **$24.00**
The Colonial Era 1880 to the Great War Pax Britannica pits four to seven players against one another in a tense contest of national wills, as major powers vie on a worldwide stage for colonial control.

Mapsheets A&B	EA. $6.00	Administrative Record Sheet Pad	$4.00
Rules Booklet	5.00	Reference Sheets (8)	4.00
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SIXTH FLEET (5) **$30.00**
Modern Naval Combat in the Mediterranean—Over 600 counters, two maps and 14 different scenarios in this panoramic simulation of Naval Combat in the Mediterranean.

Mapsheets A&B	EA. $6.00	Roster Pads (2)	$5.00
Rules Booklet	5.00	Player-Aid Cards (3)	5.00
Counter Sheets (1, 2 & 3)	EA. 3.00		

PANZER COMMAND (6) **$20.00**
Panzer Command, the Gateway to Stalingrad Fall '42-Spring '43—A tactical level simulation of armored combat, recreating the battles that raged across the steppes of the Soviet Union during the middle years of World War II.

Mapsheet	$6.00
Rules Booklet	5.00
Counter Sheets (1, 2)	EA. 3.00

VIETNAM: 1965-1975 (9) **$20.00**
A detailed multi-scenario simulation with particular emphasis on operations and political control.

Mapsheets A & B	EA.	6.00
Rules Booklet		4.00
Counter Sheets #1, #2, #3	EA.	3.00

CIVIL WAR (7) **$20.00**
Winner of the 1983 Charles Roberts Best Pre-20th Century Wargame Award.

Mapsheets A & B	EA.	6.00
Rules Booklet		4.00
Chart Card		2.00
Counter Sheets: #1, #2	EA.	3.00

GULF STRIKE (9) **$30.00**

Mapsheets A & B	EA.	6.00
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Counter Sheets (2)		5.00

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Rules Folder		4.00
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NEW FOR '85

DUNE—Space civilization power struggle game repackaged with graphics from the movie based on the game **16.00**

Mapboard	$8.00	Character Shields: (Spec. by Char.)	**ea.** $1.00
Rules	3.00	Player Aid Pad	3.00
Leader Counters	3.00	Combat Wheelw/Pin	1.50
Spice & Combat Counters	3.00	Spice/Treachery Cards Set	3.00

PLUS . .

NEW

DUNE MODULE
SPICE HARVEST—The first of the **Dune** game modules re-creating the conflicts for control of the life-preserving mineral.
$10.00

Rules	$2.00
Die Cut Spice Counters	3.00
Set of Share/Vote Cards	2.00
Set of Access/Harvest Cards	2.00
Sets of Planet Cards	2.00

NEW

DUNE MODULE
THE DUEL—The **Dune** game module that re-creates the situation that builds to a crescendo in the movie DUNE.
$14.00

Mapboard 11″ × 16″	$6.00
Set of Duel Cards	2.00
Set of Treachery Cards	2.00
Die Cut Leader Counters	3.00

NEW

NOTE: Ownership of **Dune Basic Game** is required to play Adventure Modules

STELLAR CONQUEST—A science-fiction game of intergalactic conquest based on the 25th century **$24.00**

Rules	$4.00	Record Pad	$3.00
Mapboard 22″ × 24″	8.00	2-Sets Star Cards	2.00
#1 Die Cut Counters	3.00	4 Task Force Cards	2.00
#2 Die Cut Counters	3.00		

ALPHA OMEGA (4) **14.00**
Mapboard 8.00
Rules 2nd Edition 4.00
Counters:
Identification 3.00
Ship 3.00
Log Pad 3.00
Game Tables Card 1.00

DOWN WITH THE KING (5) **11.00**
Rules 4.00
Set of Playing Aid Cards 3.00
Event Cards 4.00
Record Pad 2.50
Counters 3.00

DRAGONHUNT (3) **16.00**
Mapboard 8.00
Rules 4.00
Player Counter Sheet 3.00
Miscellaneous Counter Sheet 3.00
Set of Playing Cards 3.00

DRAGON PASS (6) **16.00**
Mapboard 8.00
Counters A&B ..... **EA.** 3.00
Rules 4.00
Chit/Table Card 1.00

ELRIC (3) **16.00**
Mapboard 8.00
Counters A,B,C,D ..... **EA.** 3.00
Rules 4.00

FREEDOM IN THE GALAXY (4) (7) & (10) **21.00**
Mapboard 8.00
Rules 3.00
Counters:
Section No. 1 ..... 3.00
Section No. 2 ..... 3.00
Galactic Guide 3.00
Set of Player Cards 7.50
Charts & Tables Card 2.00
Track Record Card 2.50

THE LEGEND OF ROBIN HOOD (4) **8.00**
Mapboard 4.00
Rules 4.00
Counters 3.00

MAGIC REALM (9) **16.00**
Boards: Specify **Elf, Fabulous, Myriad, Witch** ..... **EA.** 3.00
Rules 4.00
Major Counters 3.00
Minor Counters 3.00
Treasure Spell Cards 2.00
Personal History Pad 3.00
Treasure Set-Up Card 1.00
Character Cards Deck 2.50

MYSTIC WOOD (2) **11.00**
Set of Map Tiles 6.00
Rules 3.00
Deck of Role Cards 4.00
Set of Pawns 1.00

STARSHIP TROOPERS (5) **16.00**
Mapboard 8.00
Rules 4.00
Alien Counters 3.00
Terran Counters 3.00
Map/Roster Pad 2.50
CRT 1.00

TITAN (4) **16.00**
Mapboard 8.00
Rules 3.00
Counters (8) ..... **EA.** 3.00
Hit Marker Counters 3.00
Battlelands Displays:
Set of 11 ..... 3.00

UFO (1) **6.00**
Mapboard 6.00
Rules 2.00
Counters 3.00

WIZARDS (6) **20.00**
Mapboard 8.00
Rules 3.00
Counters 3.00
Hex Territory Tiles 3.50
Task, Wizard, Event & Gem Cards Set 6.00
Record Board Card 1.50
Record Sheet Pad 3.00
Plastic Character Bases Set (4) 1.00

WIZARD'S QUEST (2) **16.00**
Mapboard 8.00
Rules 3rd Edition 2.00
Counters 3.00
Petition Cards Set 3.00

Numbered circles represent complexity rating on a scale of 1 to 10: 10 being the most complex.

STRATEGY/WARGAMES

NEW FROM THE AVALON HILL GAME COMPANY

BANZAI
The first of the **Up Front** game modules, expanding upon the 1983 Charles S. Roberts Award-winning system. Includes 12 SW Pacific scenarios ideal for solitaire play. Requires ownership of UP FRONT.

PRICE **$12.00**

PARTS NEW
Counters: 3.00
Rules: 4.00
Infantry Cards Set (60): 5.00
Armored Cards Set (20): 3.00

FIREPOWER
Man-to-Man combat involving modern day weaponry and its effects on military tactics and strategy.

$22.00

PARTS NEW
Basic Rules: 4.00
Scenario Manual: 3.00
4 Sep. 8 x 22 Mapboards 1,2,3,4: 4.00 ea.
Die Cut Counters: 3.00
Playing Aids Card Sets (5): 3.00

HITLER'S WAR (4)
Three games in one; examines WWII at several levels focusing on political and military decision-making.

$16.00

PARTS NEW
Mapboard: 8.50
Unit Counters—specify #1 or #2: 3.00 ea.
Rules: 4.00
Record Card—specify Allied, Axis, or Soviet: 1.00 ea.

Numbered circles represent complexity rating on a scale of 1 to 10: 10 being the most complex.

AFRIKA KORPS (2) **14.00**
Mapboard 8.00
Counters 3.00
Rules **(3rd Edition)** 4.00
TRC 1.00
Situation Card 1.00
CRT 1.00

AIR FORCE (6) **16.00**
Mapboard 8.00
Rules 4.00
Airplane Data Card Set 6.00
Counters 3.00
Log Pad 2.50

ALEXANDER (5) **14.00**
Mapboard 8.00
Rules 3.00
CRT 1.00
Counters 3.00

ANZIO (4) (7) thru (10) **14.00**
Mapboard 8.00
Rules **(4th Edition)** 4.00
Counters: Gr. Allied ..... **EA.** 3.00
Playing Aids Card Set (6) 1.50
New Box 3.00
Diadem Scenario 1.00
4 Card Insert from (Gen. Vol.16, #1)

ARAB-ISRAELI WARS (8) **16.00**
Mapboard: A,B,C,D ..... **EA.** 3.00
Rules 4.00
Counters: Arab, Israeli ..... **EA.** 3.00
CRT Charts Folder 1.00

ASSAULT ON CRETE/MALTA (5) **16.00**
Mapboard: Maleme 3.00
Georgeopolis 3.00
Panormon 3.00
Malta 3.00
Rules 4.00
Counters: Allied & Axis ..... **EA.** 3.00
Player Aid Charts 1.50

B-17 (Queen of the Sky) (3) **16.00**
Mapboard (11 x 16) 8.00
Rules 4.00
Counters 3.00
Airplane Cards 6.00
Mission Pad 2.50
Charts & Tables Pad 2.50

BATTLE OF ITALY (4) **6.00**
Mapboard ..... **EA.** 3.00
Rules 3.00
Counters 3.00
Charts & Tables Cards 3.00

BATTLE OF THE BULGE (4) **'81 Ed.** **16.00**
Mapboard **(2nd Edition)** 8.00
Rules **(2nd Edition)** 4.00
Unit Counters **(1st Edition)** 3.00
Utility Counters **(1st Edition)** 3.00
O/B Cards Set **(2nd Edition)** 2.00
Playing Aids Card **(2nd Edition)** 2.00

BISMARCK (4) (5) & (7) **16.00**
Search Board ..... **EA.** 3.00
Battle Board 5.00
Rules **(2nd Edition)** 4.00
Counters 3.00
Range Finder/Movement Guide 1.00
Playing Aids Card Set 2.00
Log Pad 2.50
Bismarck Variant Kit 5.00
Includes two variant mapsheets and Vol. 16, No. 2 of The General

BLITZKRIEG (6) (7) thru (10) **16.00**
Mapboard 8.00
Red Troop Counters 3.00
Blue Troop Counters 3.00
Rules 4.00
Attrition Table Card 1.00
O/A Card Set 2.00
Time Record Card 1.00

BULL RUN (4) **16.00**
Mapboard (4-section) 8.00
Rules 4.00
Counters 3.00
Confederate Set-up Card 1.00
Union Set-up Card 1.00
Player Aid Card 1.00

CAESAR ALESIA (4) **14.00**
Mapboard 8.00
Rules 4.00
Roman Troop Counters 3.00
Gallic Troop Counters 3.00
CRT 1.00
Offboard Movement Chart 1.00

CAESAR'S LEGIONS (5) **13.00**
Mapboard 8.00
Rules 4.00
Con. Movement & Ambush Card 1.00
Roman Troop Counters 3.00
German Troop Counters 3.00
Set of Tactical Maneuver Cards 1.00

CHANCELLORSVILLE (4) **14.00**
Mapboard 8.00
Rules 4.00
TRC/OB Card 1.00
CRT/TEC Card 1.00
Counters 3.00

Strategy/Wargames Continued

CIRCUS MAXIMUS (3) **9.00**
Boards 1,2,3 ..... EA. 3.00
Unit Counters 3.00
Rules Manual **(2nd Edition)** 3.00
Chariot Racing Pad 2.50

CIVILIZATION (3) **22.00**
Mapboard 8.00
Rules 3.00
Counters:
Italian/Asian 3.00
Allyrian/Egyptian 3.00
Thracian/Babylonian 3.00
African/Assyrian 3.00
Cretian 3.00
Archeological Succession
Table Card 2.50
Set of Trade Cards 5.00
Set of Civilization Cards 5.00
Player Mats (7) 3.00
New Trade Cards 4.00

CONQUISTADOR (7) **18.00**
Mapboard 8.00
Rules 4.00
Counter Sheet #1 ..... 3.00
Counter Sheet #2 ..... 3.00
Playing Aids Card Set 2.00
Expedition Log Pad 3.00

CRESCENDO OF DOOM (10) **18.00**
Mapboard #6, #7 ..... EA. 4.00
Counters:
French infantry 3.00
British Infantry 3.00
Neutrals Armor & Ordnance 3.00
French Armor & Ordnance 3.00
British Armor & Ordnance 3.00
British Armor 3.00
Rules 4.00
Scenario/CRT Card Set 3.00
Series 200, Pad of 10 ..... 5.00
Rogue Scenarios, Pad of 12 ..... 5.00

CROSS OF IRON (9) **18.00**
Gameboard #5 ..... 4.00
Counters:
Infantry A 3.00
Infantry B 3.00
Artillery 3.00
German Vehicle 3.00
Russian Vehicle 3.00
Rules **(3rd Edition)** 4.00
Scenario Cards/CRT Set 3.00
Series 100, Pad of 10 ..... 5.00

DAUNTLESS (7) **'81 Rev. Ed.** **16.00**
(Must have AirForce game to Play)
Rules 4.00
Airplane Data Cards Set 6.00
Counters (Allied, Japan) ..... EA. 3.00
Log Pad 2.50

D-DAY (2) **14.00**
Mapboard 8.00
Counters 3.00
Rules **(3rd Edition)** 3.00
Time Record Card 1.00
CRT 1.00

DIPLOMACY (3) **17.00**
Mapboard 8.00
Rules 4.00
Basic Rules Sheet 1.00
Play-By-Mail Sheet 1.00
Fleets & Armies (Complete Set) 4.00
(Plastic Color Co-ordinated)
Set of 7 Conference Maps 2.00
Gamers Guide 4.50

FLAT TOP '81 Edition (10) **22.00**
Mapboard 12.00
Rules 4.00
Ammunition Pad 2.50
Counters:
Allied 6.50
Japan 6.50
Info Counters 3.00
Air Record Pad 2.50
Playing Aids Card Set 3.00
Air Operations Chart 4.00

FORTRESS EUROPA (7) **16.00**
Mapboard 8.00
Allied Counters 3.00
German Counters 3.00
Rules **(2nd Edition)** 4.00
Playing Aid Card Set 4.00

FRANCE 40 (4) **14.00**
Mapboard 8.00
Counters 3.00
Rules 2.00
Campaign Analysis 2.00
O/B Cards Set 2.00
Dyle Plan Folder 1.00
CRT Sheet 1.00

FREDERICK THE GREAT (4) **12.00**
Mapboard 8.00
Rules 3.00
Counters 3.00

FURY IN THE WEST (4) **15.00**
Mapboard 8.00
Rules 4.00
Counters 3.00
Player Aid Card 1.00
Strength Record Chart:
Confederate 1.00
Union 1.00

GETTYSBURG (3) (6) & (10) **16.00**
Mapboard 8.00
Rules 4.00
Counters (2) 6.00
Formation Markers (2) 4.00
CRT/OB Cards Set 2.00

G.I. ANVIL OF VICTORY (10) **30.00**
Mapboards 8,12,13,14&15 ..... EA. 4.00
Rules **(2nd Edition)** 4.00
Counters:
U.S. Army 3.00
U.S. Ordnance 3.00
British Armor 3.00
U.S. Infantry 3.00
U.S. & German SW; French HS 3.00
British HS; SS & Unarmed Inf. 3.00
German Infantry 3.00
Scenario/Player Aid Card/Terrain
Overlay(12 cards total)**(2nd Ed.)** 4.00
Additional Scenarios—300 Series 5.00

GLADIATOR (4) **9.00**
Mapboard 4.00
Counters 3.00
Rules 3.00
Log Pad 2.50
Plastic Stands (12) 3.00

GUNSLINGER (5) **20.00**
Mapboards (8): A to H ..... EA. 1.50
Entire Set 12.00
Rules 3.00
Counters 3.00
Set of Action/Result Cards 6.00
Set of Player Aid Cards 3.00
Legend Pad 3.00

GUNS OF AUGUST (5) **17.00**
Mapboard 8.00
Counters 1,2,3,4 ..... EA. 3.00
Rules **(2nd Edition)** 4.00
Playing Aid Cards Set (2) ..... EA. 2.00

HUNDRED DAYS BATTLES (8) **6.00**
Mapboard 4.00
Rules 3.00
Counters 3.00

JUTLAND (6) **13.00**
Rules 4.00
Set of Task Force Cards:
TRC/Gunnery Tables (4) 2.00
Counters: British, Ger. ..... EA. 3.00
Range Finder/Area Markers 1.00
Maneuver Gauge 1.00
Hit Record Pad; Brit., Ger. ..... EA. 2.50

KINGMAKER (7) **16.00**
Mapboard 8.00
Rules 4.00
Counters 3.00
Crown Cards Deck 3.00
Event Cards Deck 3.00
Variant Event Cards 4.00
Variant Event Cards come with rules—for further information see General Vol.14 #2.

LITTLE ROUND TOP (4) **6.00**
Mapboard 4.00
Rules 3.00
Counters 3.00

THE LONGEST DAY (8) **65.00**
Mapboard: A—Cherbourg 3.00
A—Countances 4.00
C—Saint Lo 4.00
D—Caen 4.00
E—Cabourg 3.00
F—Avranches 4.00
F—Argentan 4.00
Utility Half-sheet Counters 3.00
Utility Sheet Round Counters 3.00
American Counters 3.00
Birtish Counters 3.00
German #1 Counters 3.00
German #2 Counters 3.00
Rules 10.00
Allied Landing Schedule/
Scenario #1 Card 2.00
Allied Entry Track/
Scenario #2 Card 2.00
German Entry Schedule/
Scenario #3 Card 2.00

Strategy/Wargames Continued

Cherbourg/Scenario #4 Card 2.00
Combat Results Tables Cards 3.00
Terrain Effects Chart Cards 3.00
Game Box (Empty) 6.00

LUFTWAFFE (5) **16.00**
Mapboard 8.00
Counters: Ger. & Amer. ..... EA. 3.00
Rules 3.00
Order of Battle Card Set 2.00
Aerial Combat Results Sheet 1.00
Target Pad 2.50

MACHIAVELLI (4) **14.00**
Mapboard 8.00
Rules 4.00
Power Counters 8935031/32 ..... 3.00
Power Counters 8935035/36 ..... 3.00
Log Pad 2.50
Game Tables Card 1.00

MIDWAY (3) **16.00**
Mapboards: Search & Battle ..... EA. 4.00
Counters: Ship & Battle ..... EA. 3.00
Rules 4.00
Log Pad 2.50
Search Board Screen 1.00
Coral Sea Variant Kit 6.00
Includes Counters & Maps

NAPOLEON (3) **14.00**
Mapboard 8.00
Rules 2.00
Wooden Counters Set 7.00
Allied & Fr. Battle Card ..... EA. 1.00

NAPOLEON AT BAY (9) **22.00**
Eastern Mapboard 8.00
Western Mapboard 8.00
Rules 4.00
Scenario Study Folder 4.00
Counters 3.00
French Org. Display Card 2.00
Silesia Org. Display Card 2.00
Bohemia Org. Display Card 2.00

NAVAL WAR (1) **6.00**
Rules 2.00
Set of Ship Cards (black) 3.00
Playing Cards (2 sets) (red) ..... SET 3.00

ORIGINS (1) **14.00**
Mapboard 8.00
Counters: US,BRT,FR,GR,RUS ..... EA. 3.00
Rules 3.00
Nat. Obj. Card ..... EA. 1.00
Historical Objective Card ..... EA. 1.00

PANZERARMEE AFRIKA (5) **16.00**
Mapboard 8.00
Rules 3.00
Counters 3.00
Terrain Effects Chart 2.00

PANZERBLITZ (6) **18.00**
Mapboards: 1,2,3 ..... EA. 4.00
Counters: Ger. & Rus. ..... EA. 3.00
Rules 2.00
Campaign Analysis 2.00
Situation Cards 2.00
Combat Chart Sheet 1.00
Wargamer's Guide 4.50

PANZERGRUPPE GUDERIAN (9) **18.00**
Mapboard 10.00
Rules 4.00
Unit Counters 3.00
Player Aid Cards (2) 2.00

PANZERKRIEG (6) **18.00**
Mapboard 8.00
Counters 3.00
Rules 4.00
Study Folder/Scenario Guide 3.00
Charts/Tables Card 3.00

PANZERLEADER (7) **18.00**
Mapboard: A,B,C,D, ... EA. 4.00
Rules 4.00
Counters: Ger. Allied ..... EA. 3.00
Scenario/CRT/TEC Card Set 2.00
Panzerleader 1940 Variant Kit 5.50
Includes Vol. 15, #2 of The General with counters.

RICHTHOFEN'S WAR (5) **14.00**
Mapboard 8.00
Rules 2.00
Briefing Manual 2.00
Scenario Cards Set 2.00
Counters 3.00
Log Pad 2.50
Target Damage Table Sheet 1.00
Maneuver Cards Set 4.00
Richthofen maneuver Card set comes with rules—for further information see General Vol. 14, #4.

RUSSIAN CAMPAIGN (4) **14.00**
Mapboard 8.00
Rules **(3rd Edition)** 4.00
Counters 3.00
German O/B Chart 1.00
Russian O/B Chart 1.00

SAMURAI (6) **14.00**
Mapboard 8.00
Counters 3.00
Rules 4.00
Clan Charts (4) 2.00

1776 (7) **16.00**
Mapboard 8.00
Rules 4.00
Counters: Amer./Brit. ..... EA. 3.00
Set of Scenario/CRT Cards 2.00
Terrain Effects Sheet 1.00
Tactical Cards Set 2.00

SOURCE OF THE NILE (5) **15.00**
Mapboard 8.00
Counters 3.00
Rules 4.00
Event Card Set 2.00
3 Crayon Set 2.50
Player Pad 3.00

SQUAD LEADER (8) **20.00**
Mapboard: 1,2,3,4 ..... EA. 4.00
Rules **(4th Edition)** 4.00
Allied Counters 3.00
German Counters 3.00
Vehicle & Fort Counters 3.00
Scenario Card Set 3.00

Expansion Mapboards: 5,6,7,8,9, 10,11,12,13,14,15 ..... EA. 4.00
New Mapboards: 16-23 ..... EA. 4.00
Scenarios A-D 4.00
Scenarios E-I 4.00
Scenarios J-M 4.00
Expansion Gamettes see/
Cross of Iron, Crescendo of Doom & G.I. Anvil of Victory

STALINGRAD (2) **14.00**
Mapboard 8.00
Counters 3.00
Rules 3.00
TRC 1.00
Weather Card 1.00
CRT 1.00

STORM OVER ARNHEIM (3) **16.00**
Mapboard 8.00
Rules 3.00
Counters:
British 3.00
German 3.00

STRUGGLE OF NATIONS (10) **21.00**
Mapboard of North/West/ 8.00
East 6.00
Rules 5.00
Counters:
Combat 3.00
Leader 3.00
Organizational Chart Card:
French 2.00
Allied 2.00
Scenario Folder 5.00
Turn Record/Reinforcement
Track Card 3.50
Organization Displays:
Allied, French 4.00
Chart & Tables
Folder (2) ..... EA. 3.00

SUBMARINE (8) **16.00**
Mapboard 8.00
Rules **(2nd Edition)** 4.00
Playing Aids Card Set 2.00
Counters 3.00
Log Pad 3.00

TACTICS
(25th Anniversary Issue) (2) **12.00**
2-Section Mapboard 8.00
Counters 3.00
Rules 4.00

TACTICS II (1) **11.00**
Mapboard 8.00
Counters 3.00
Rules 3.00
Weather/Time Record Card 1.00
CRT 1.00

THIRD REICH (10) **18.00**
Mapboard 8.00
Rules **(4th Edition)** 4.00
Situation Cards Set (5) 2.00
Counters: British 3.00
US/Russian 3.00
German/Italian 3.00

Strategy/Wargames Continued

Prices subject to change without notice.

TOBRUK (7) **16.00**
Mapboard (AD,BE,CF) ..... EA. 3.00
Rules 4.00
Roster Pad 2.50
German Hit Probability Chart 1.00
British Hit Probability Chart 1.00
Casualty Tables Card 1.00
German Counters 3.00
British Counters 3.00

TRIREME (3) **15.00**
Mapboard 8.00
Rules Manual 4.00
Ship Counters 3.00
Marker Counters 3.00
Game Table Card 1.00
Log Pad 2.50

UP FRONT (4) **25.00**
Counters 3.00
Rules 4.00
Action Cards Decks
(1-54,55-108,109-162) ..... EA. 3.00
Die Cut Personality Cards
(2 decks) ..... EA. 3.00
Die Cut Set of 40 AFV Cards 3.00
Discard Tray 3.00

VICTORY IN PACIFIC (2) **14.00**
Mapboard 8.00
Rules **(2nd Edition)** 3.00
Ship Counters 6.00
Japanese O/B Card 1.00
American O/B Card 1.00

WAR AND PEACE (5) **16.00**
Mapboard 8.00
Counter #1,#2,#3,#4 ..... EA. 3.00
Campaign Game Card 1.00
Rules **(2nd Edition)** 4.00
Player Aid Card 1.00

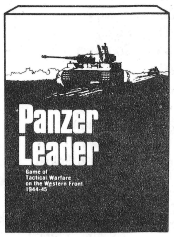
WAR AT SEA (5) **10.00**
Mapboard 8.00
Rules 1.00
Counters 3.00

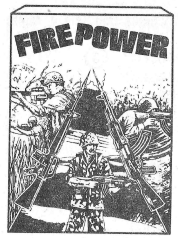
WAR AT SEA II 9.50
Although not required ... all War at Sea Variants that have appeared in the General can be played using the WAR AT SEA II Kit. General Vols. 15, #3, and 13, #3 (only photostatic copy avail.) and Vol. 14, #4.

WATERLOO (2) **14.00**
Mapboard 8.00
Counters 3.00
Rules 3.00
TRC 1.00
Situation/OA Card 1.00
CRT 1.00

WOODEN SHIPS (6) **14.00**
Mapboard 8.00
Rules **(2nd Edition)** 4.00
Counters 3.00
Log Pad 3.00
Advanced Game CRT 1.00

ITEMS printed on a shaded area do not come with the game; they are accessories and/or variants, only, and available only from The Avalon Hill Game Company direct.





Miscellaneous Merchandise

BINDERS for The General (holds 10 issues .6.00

BOXES (Empty)
Standard Bookcase (specify game) sz. 3.00
All-Purpose Bookcase size (for out-of-stock boxes) 3.00
Flat box (specify game) size 3.00
Longest Day box 6.00

BUMPER STICKERS 1.00

COUNTERS, BLANK
(a) BLANK WHITE, suitable for coloring with felt tipped pens. Specify: ½" (D-Day size or ⅝" (Panzer).
(b) PRE-PRINTED with standard unit notations, ½" (D-Day) size only. Specify: White, Beige, Blue, Yellow, Grey, Green
Apx: 190 + per sheet ..... each 2.00
6 for 7.50
12 for 14.00

DICE (set of 6) specify white and/or red ... 1.00
10 Sided Die (1) 1.00

HATS 7.00

HEX PADS Approx. 30 sheets per pad each 8 × 10 printed both sides. 216 hexes one side 1.584 hexes on reverse side 2.50

HEX SHEETS
White, unmounted cardboard shipped in mailing tube to prevent creasing. Specify D-Day type (⅝" hex) 22" × 28", **OR** Panzer type (1 3/16" hex) 22" × 24" ..... each 1.50
4 for 5.00
12 for 11.00

MAGNETIC Strips for Counters
Ten ft. lengths 7.50
One ft. 1.00

MAPBOARDS, BLANK RIGID
Finished folding boards minus the printed mapsheet itself. Specify: **(D-Day size)** 14" × 22" **OR (PzBlitz Size)** 8" × 22" ..... each 2.00
6 for 8.50
12 for 15.00

MAPBOARDS CLIPS (Set of 4)
Holds isomorphic mapboards in position ... 1.00

MAPSHEETS UNMOUNTED Specify name of game. Price same as mounted game board. Great for mounting on any surface including metal.

PLAY-BY-MAIL KITS
The following games can be played by mail:

PBM Kits:
Afrika Korps, Bulge (pre-1981 ed.), D-Day, Kriegspiel, Luftwaffe, Panzerblitz, Stalingrad, and Waterloo.
2-Player Kit (specify game) 7.00
1-Player Kit (specify game) 4.00
Rules only (specify game) 1.00

PBM Kits for:
Blitzkrieg, Battle of the Bulge (New Edition), Russian Campaign.
2-Player Kit (specify game) 8.00
1-Player Kit (specify game) 5.00
(Rules included)

Fortress Europa PBM Kit:
2-Player Kit 10.00
1-Player Kit 6.00
Rules 1.50
NOTE: Kits are of no value unless players also own the game.

STORAGE TRAYS (Set of 3) 4.00
Holds counters separate in 48 different receptacles—includes plastic lids.

T-SHIRTS Panzerblitz box cover, orange & black.
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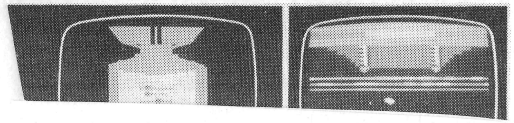

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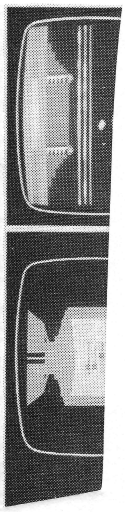

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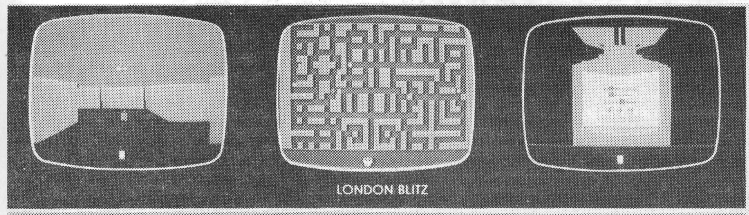

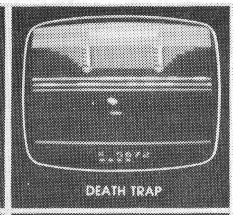

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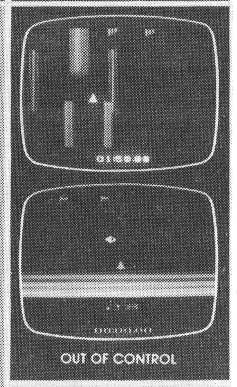

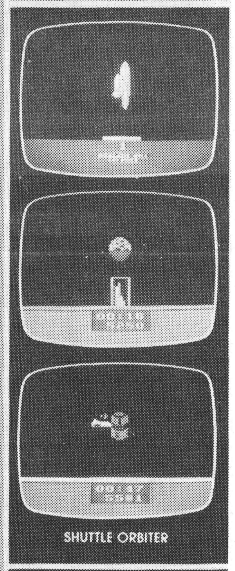

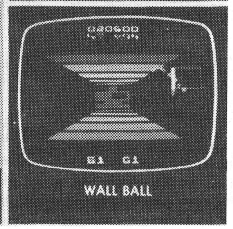

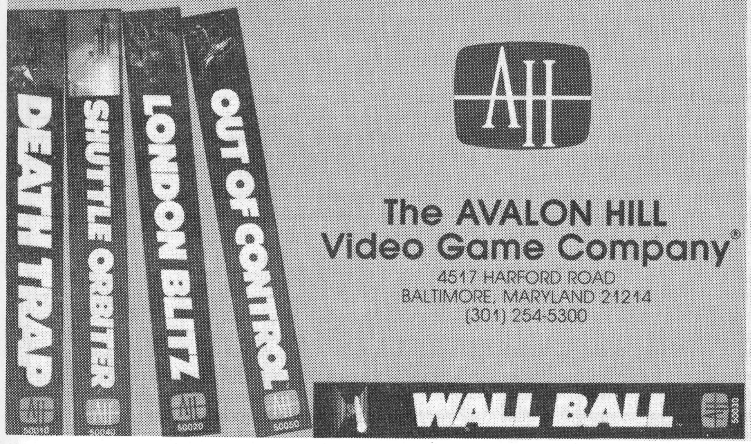

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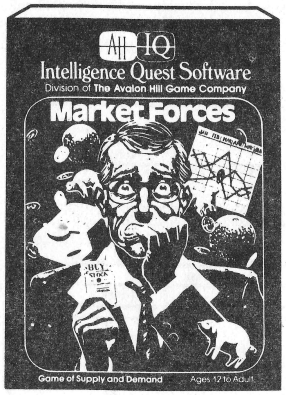

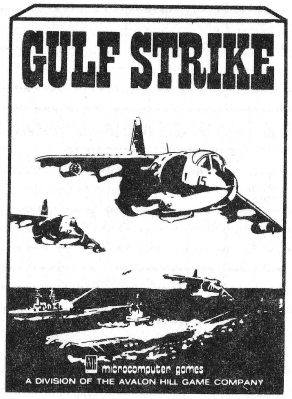

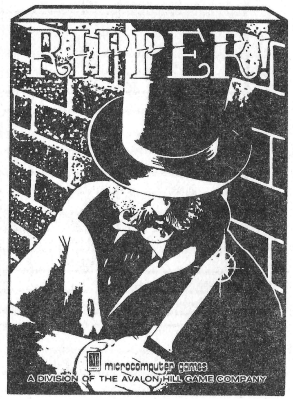

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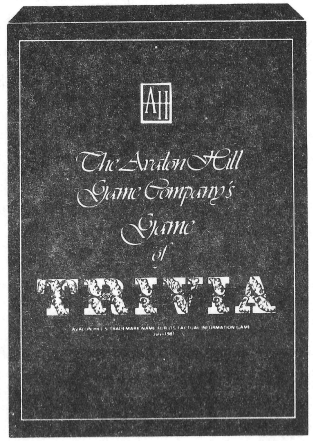

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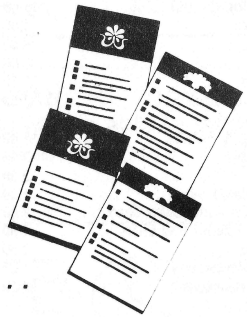

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You will also find a guide to every Avalon Hill game ever published and the content of each issue of The General, the Company's official magazine. Now you will be able to secure every article from The General as well as out-of-print game components for yourself via Avalon Hill's photostatic service. Covers Volumes 1 thru 16.

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INDEX—THE AVALON HILL GENERAL INDEX and COMPANY HISTORY . . . $4.50
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HEROES

The Avalon Hill Game Company's Role-Playing Magazine

SEE PAGE 5 FOR MORE DETAILS

Discontinued Parts List 1985

This is our complete list of available discontinued games and parts. Please note, there are no boxes available except where we offer complete games. Many of these parts are in very short supply, and so orders will be filled on a first come, first served basis.

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